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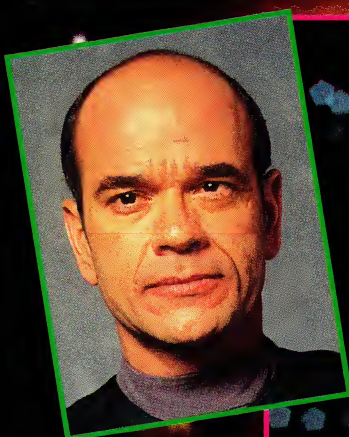
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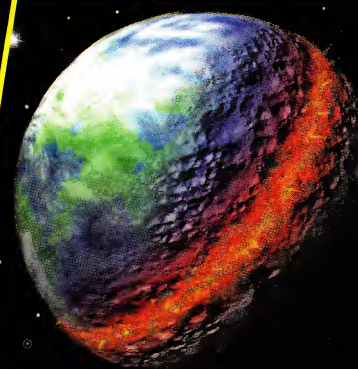


Worf, Son of Mogh
Officer, warrior, man of honor

'The Doctor'
Meet the holographic medic

The Q Continuum
Entities from another dimension

The Genesis Planet
Explore an artificial world



Inside the Warp Core
Discover a starship's driving force

ISSN 1364-3983



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U.S.S. ENTERPRISE NCC-1701-B
Detailed technical layouts



THE OFFICIAL STAR TREK[®] FACT FILES



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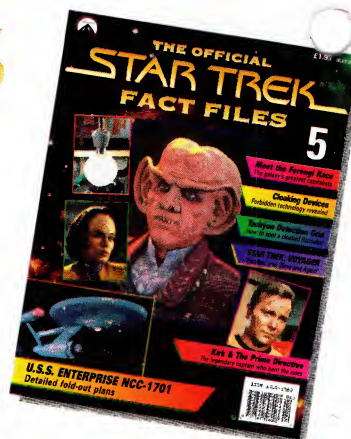
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The Guide to the STAR TREK Galaxy

FILE 17 CARD 1

THE Q CONTINUUM

Whether encountered as an entire all-knowing race, or a single Q, the Q Continuum seem intent on providing Federation starship captains and their crew with numerous difficult opportunities for growth and learning.

Starfleet first became aware of the Q Continuum on the inaugural mission of the U.S.S. Enterprise NCC-1701-D to Farpoint Station in 2362.

A strange man appears on the bridge and hijacks the Enterprise's captain, Jean-Luc Picard, and several other crew members. An irascible fellow, he claims to be part of an all-knowing super-race known as 'The Q' that live in an extra-dimensional domain. Not terribly creative with names, he calls himself Q as well.

However powerful, Q's extradimensional abilities

are flawed by an immature sense of play and curiosity. At Farpoint, Q considers humanity too barbarous to expand any further, and he sentences the crew of the Enterprise to death.

Luckily, Captain Picard manages to prove humanity's worth in a Q-projected court, and the ship is reprieved. But Q promises to return again, claiming that the case has not been settled.

First contact

The biggest threat that Q imposes upon the Federation is hurling the Enterprise some 7,000 light years into a first encounter with the dangerous Borg in

Q Continuum

Very little is known about the Q. Their homeworld or dimension remains a mystery to the Federation. One thing, though, is certain - they are very powerful, and cannot be taken lightly.



For some reason, Q takes a keen interest in Captain Picard. When he appears to the captain he takes the form of a humanoid male with the demeanor of a spoilt child.



When Q is making Picard solve a riddle, he adopts the appearance of a deaf old man.



Q is a jester at heart. In one adventure he involves the crew of the U.S.S. ENTERPRISE in a Robin Hood fantasy.



Q gives Picard a chance to relive an incident in his life that was to have far-reaching consequences. While still a cadet at Starfleet Academy, he is stabbed through the heart in an altercation with a Nausicaan and almost dies.

Here, Q creates a weird army of Napoleonic soldiers to attack an away team. Worf and Wesley Crusher are killed, but Q gives his powers to Riker, who restores his comrades to life.



In the Q Continuum

Q likes challenges, and for some reason he likes to challenge Captain Picard most of all.



The Guide to the STAR TREK Galaxy

FILE 17 CARD 1

THE Q CONTINUUM

System J-25. Proving his own childishness, this action was in retaliation for Picard's refusal to allow him to join as a crew member.

The normally confident Picard finds his back against the wall, and admits to the gleeful Q that he does need Q's help with the Borg. Q rewards him by returning the *Enterprise* to her own quadrant.

Q, times two

Another member of the Continuum, known as **Q2**, removes Q's powers as a punishment for creating pandemonium in the universe. A chastened Q appears without his powers during the *Enterprise*'s mission to **Bre'el IV**. He is seeking asylum, but is attacked by a gaseous **Calamarain** life-form.

Commander Data tries to help the defenceless Q but is injured himself. However, touched by the android's sacrifice for him, Q unselfishly responds by luring away the Calamarain and allowing the *Enterprise* to complete her mission. The Continuum restores Q's powers – albeit on a probationary basis.

New Q

In 2369 the *Enterprise* actually has its own member of the Continuum, **Amanda Rogers**, whose parents had defected into human form. The Continuum has strong moral objections to her living among inferior beings. However, she is allowed to stay with the crew if she

doesn't use her awesome powers. But she is forced to do so to avert a planetary disaster, and opts to return to her own kind.

During the homeward journey of the **U.S.S. Voyager**, the crew encounter another member of the Q Continuum. This Q

has only one request – that he be allowed to commit suicide. The original Q is quick to appear to chastise his fellow immortal for being unrealistic. The suicidal Q requests asylum, and **Captain Janeway** orders a special hearing to be held.

During the proceedings, the suicidal Q takes Janeway to a facsimile of the Continuum, a mock-up for human sensibilities. It appears as a truck stop on a lonely desert highway

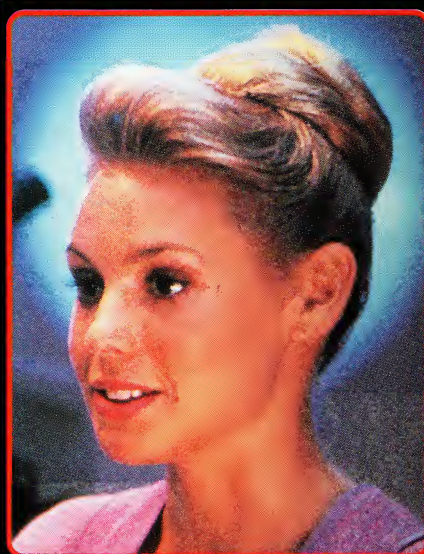
where nothing ever happens. The members of the Continuum there look bored almost to death.

The suicidal Q claims that his death will spark new growth opportunities for the Continuum, and even our Q admits that boredom is a side-effect of omnipotence. Janeway rules in favor of the suicidal Q, but with great personal reservations – and awaits the next meeting with the Q.

Road to nowhere

During the asylum hearing of a Q on board the **U.S.S. VOYAGER**, a metaphorical representation of their home is created. It takes the form of a lonely desert road.

THE FACES OF THE Q



◀ **Amanda Rogers**, a student intern aboard the **U.S.S. ENTERPRISE NCC-1701-D**, turns out to be a member of the Continuum. Though she tries to remain in the human world, she eventually decides that she should return to her own kind.



▲ The rather more responsible **Q2** (right) is sent by the Continuum to punish Q for his childish behavior, and even takes his powers away for a time.



The original Q

The most familiar face of the Continuum, Q first introduces himself to Starfleet by putting the whole of humanity on trial. He transfers the officers of the **U.S.S. ENTERPRISE NCC-1701-D** to a mock-up of a 22nd century courtroom, where they have to answer for human conduct over the centuries. Fortunately for the defendants, the omnipotent being has met a worthy opponent in Captain Picard, and after Q agrees to set them a special test the *ENTERPRISE* crew come out on top. Typically, though, Q is grudging in his praise for all their efforts.



OTHER CARDS IN THIS FILE...

- 2 Q AND CAPTAIN PICARD
- 3 LEAVING THE CONTINUUM

SEE OTHER FILES...

- OMNIPOTENT BEINGS..... File 57
- STAR TREK: THE NEXT GENERATION.. File 69
- STAR TREK: VOYAGER..... File 71

Q FACTS

- It is not known how many Q there are, where they reside, or how long they live.
- Qs have an astonishing ability to manipulate the space-time continuum.
- Q has appeared in many guises, one of them an **Aldebaran Serpent**.
- Members of the Q Continuum can relinquish their powers by choice.



The Guide to the STAR TREK Galaxy

FILE 11

CARD 7



KLINGON RITUAL WEAPONS

According to Klingon tradition, "The son of a Klingon is a man the day he can first hold a blade." It's impossible to separate swords and knives from the Klingon culture. Indeed, if it weren't for a sword, the Klingon civilization as we know it wouldn't exist at all.

Although 'oy'naQ is the Klingon name for a long staff with a powerful, and sometimes deadly, electrical punch, Worf called them 'painstiks' when describing them to his shipmates. But painstiks are not used as weapons. Instead, they are used as ritual weapons in two Klingon ceremonies.

For the **Rite of Ascension**, a young Klingon walks through a gauntlet of family and friends, each

armed with a painstik. As the future warrior is jabbed mercilessly with the painstik, he must show strength and the ability to endure pain while expressing his most profound feelings. The ceremony is repeated for each anniversary of the Ascension ritual.

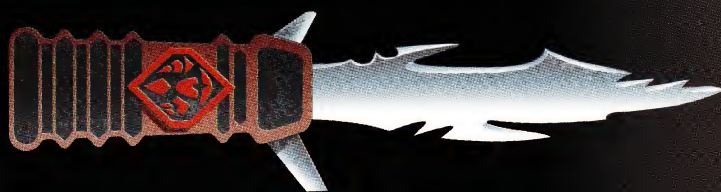
In another ceremony, called **Sonchi** ('he is dead') Klingons confirm their leader's death by jolting him with painstiks while shouting insults and fight



When K'mpec, leader of the Klingon High Council, is poisoned by Duras in 2367, his death is confirmed by 'Sonchi'.

As part of the Sonchi ritual, K'mpec is repeatedly jabbed with painstiks and challenged to fight. A lack of response proves that he really is dead.

KLINGON KNIVES



Kut'luch

The *kut'luch* is an assassins' knife with an ornate, jagged blade which is particularly vicious. After stabbing the victim, the assassin twists the blade to inflict as much pain and damage as possible. In 2366, Worf's brother Kurn is stabbed with a *kut'luch* by assassins working for Duras.

Knife of Hiram

This is an ancient and sacred knife stained with the blood of Kahless the Unforgettable. When the clerics of Boreth engineer the long-awaited 'return of Kahless' in 2369, the blood on the knife is used both to clone Kahless and then to test the authenticity of the 'returned' Kahless.

D'k tahg knife

The most often-seen Klingon knife, the heavy *d'k tahg* has a central blade flanked by two smaller blades. The *d'k tahg* knife comes in two forms, with and without retracting auxiliary blades. In either case, the butt of the handle is rounded and covered with tiny spikes.

Captain Jean-Luc Picard receives a *d'k tahg* knife from the Klingons in 2366 after becoming Worf's *cha'Dich*. In 2285, such a knife is also used by a Klingon to kill David Marcus, the son of Admiral Kirk.

challenges. Only a dead Klingon could remain immobile under such circumstances.

The **gin'tak** is a spear with several long, serrated, blades at the tip. It was used for hand-to-hand combat in ancient times.

The Sword of Kahless

The first **bat'telh** was created by **Kahless the Unforgettable**, founder of the Klingon civilization, who used it to defeat the hated tyrant **Molor**. Five hundred years later, Kahless's sacred **bat'telh** was stolen by the **Hur'q** – 'outworlders'.

Since then, Klingons believed the recovery of the Sword of Kahless would signal a new, glorious era for the empire.

In 2373, the warrior **Kor**, along with Worf and **Jadzia Dax**, find the sword in the **Gamma Quadrant**. Fearing the consequences of its return, they beam the sword out into space.

The Guide to the STAR TREK Galaxy

FILE 11

CARD 7

KLINGON RITUAL WEAPONS



THE
KLINGON
EMPIRE



THE
KLINGON
EMPIRE

KLINGON DAGGER

Mevak dagger

The **mevak** dagger is used in the **Mauk-to'Vor** ritual – a way to restore one's honor by dying at the hands of a family member. When Kurn feels he has no honor or place in Klingon society, he comes to Worf, then stationed on **DEEP SPACE NINE**, asking that he use the **mevak** dagger to kill him.



Worf, armed with a **bat'telh**, seeks revenge against Duras for the killing of his mate **K'Ehleyr**.

It is Worf's wish that his son **Alexander** learn the Klingon ways. Here, in his father's quarters, he touches a **bat'telh** for the first time.

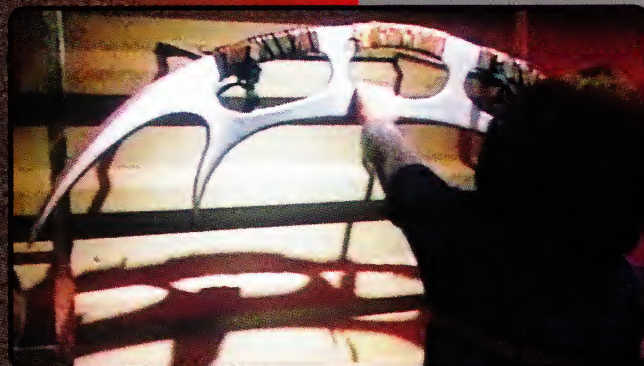
KLINGON SWORDS

Bat'telh

The **bat'telh** ('sword of honor') is a large, flat, curved blade which is held by one or both hands at the top of the curve via three hand-holds carved out of the blade. At each end of the **bat'telh** is one long and one short blade.



Worf battles and kills **Duras** aboard the **U.S.S. ENTERPRISE NCC-1701-D**. After he takes his revenge, Worf is sternly reprimanded by **Captain Picard**.



The **bat'telh** can be manufactured to any specifications, but a warrior's configuration – according to **Jadzia Dax** – is "tip to tip, 116 cm, weight 5.3 kilos, with exterior handgripping diameter of 5 cm. Blades of composite **Baakonite**."

Mek'leth

A short sword with a sharp edge leading up to a deadly point. Some versions also have serrated edges. This is the preferred weapon for many Klingons. The relative merits of the **mek'leth** versus the **bat'telh** have been debated by Klingons for many centuries.

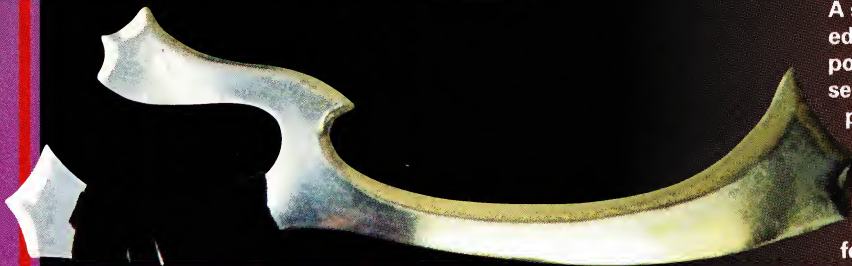
WEAPON FACTS

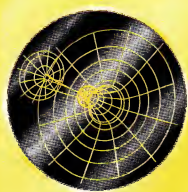
Worf and **Jadzia Dax** are often seen in the holosuites of **DS9** practicing their **bat'telh** technique.

The **bat'telh** was formed, according to legend, by **Kahless the Unforgettable**.

Worf's bat'telh has been in his family for 10 generations.

The **d'ktahg** is the knife preferred by most Klingons for hand-to-hand combat.



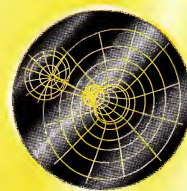


SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5

CARD 3



SPACE
PHENOMENA

THE GENESIS PLANET

Created by the unplanned detonation of the Genesis Device, the incredible Genesis Planet gave life — and took it away.

In 2285 **Dr. Carol Marcus** and her scientist son, **David**, complete their research on the amazing **Genesis Device**. When activated, the device deconstructs whatever matter it comes into contact with and then reconstructs it in new forms, according to the device's pre-programmed matrix.

Genesis can therefore be used to instantaneously terraform a dead planetoid, turning it into a Class-M planet ready for colonization.

But the device falls into the hands of the criminal madman **Khan Noonien Singh**, who detonates it in the midst of a fierce battle with his old adversary, **Admiral Kirk**. As a result, the device reconstructs the matter in the Mutara Nebula

into a new planet.

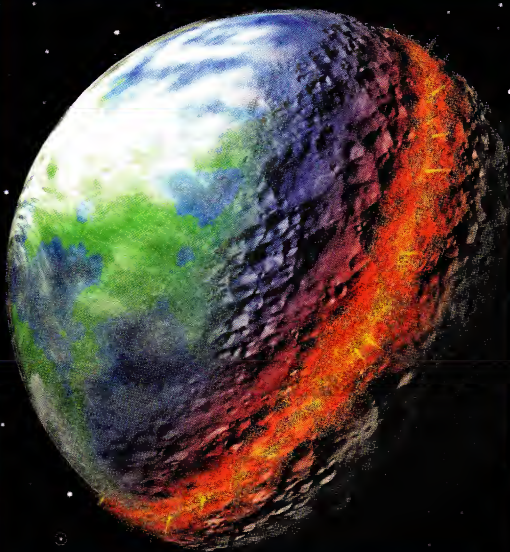
The **U.S.S. Enterprise NCC-1701** escapes the area just before it is caught in the Genesis effect, but **Captain Spock** is killed. Entombed in a torpedo casing, Spock's body is consigned to space and miraculously lands in the lush jungles which are forming on the new planet.

Starfleet declare the **Genesis Planet** off-limits until it is investigated, and



▲ The Genesis Planet is created after Khan Noonien Singh detonates the Genesis Device while his ship is inside the Mutara Nebula.

GENESIS: LIFE FROM LIFELESSNESS

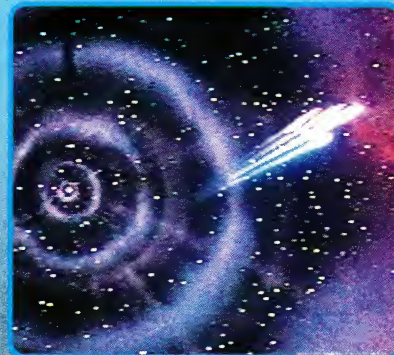


▲ The Genesis effect spreads across the surface of a planetoid like a wave, reorganizing all matter it encounters into the pre-programmed forms in its matrix.

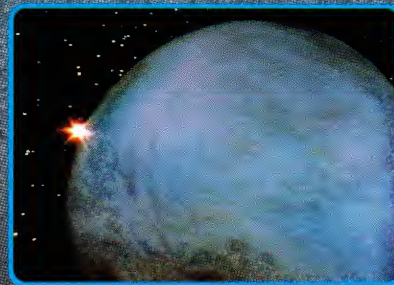
Planet	Genesis
Class	M
Quadrant	Alpha
Coordinates	Unregistered

Native name	Genesis
Primary star	Unknown
Atmosphere	Capable of supporting humanoid life
Description	Man-made Class M planet, incorporating many environments from hot and arid to cold and snowy.
Moons	None
Life Forms	None, though microbes had begun to breed.
Important Features	Created as a result of the FEDERATION's top secret Genesis project.
Starship log	STAR TREK II: THE WRATH OF KHAN; STAR TREK III: THE SEARCH FOR SPOCK

▲ Because of Dr. David Marcus' use of dangerous protomatter in the Genesis Device, the idyllic environment on the Genesis Planet does not stay that way for long. As it ages the planet quickly becomes more and more unstable until it eventually tears itself apart in an enormous conflagration.



▲ The Genesis Device generates an enormous shockwave. The **U.S.S. ENTERPRISE** is only able to escape Khan's revenge because Spock sacrifices his life to repair the warp engines.



▲ Dawn over Genesis. Shortly after its creation, the Genesis Planet becomes fully formed and supposedly ready for habitation. Although its formation is ahead of schedule and unplanned, Dr. David Marcus is greatly excited by the initial findings when he visits the planet he helped create.

Dr. David Marcus and **Lt. Saavik** are sent to the planet's surface to begin surveying the terrain.

They are followed by a crew of **Klingons** led by **Commander Kruge**, who has learned of the Genesis Device and wants to uncover its secrets because of its potential as a weapon.

Close behind the Klingons is James Kirk and his renegade crew, who have hijacked the *Enterprise* in order to retrieve Spock's body.

Deterioration

On the planet's surface Marcus and Saavik discover Genesis to be experiencing rapid changes in climate and violent earthquakes. Instead of flourishing, the planet is rapidly disintegrating. Marcus fears this is because he used unstable proto-matter in Genesis' matrix.

Pained cries lead them to a young Vulcan child who can only be Spock, somehow rejuvenated by the Genesis effect. Like the planet, the boy is aging rapidly and seems to be undergoing great physical turmoil.

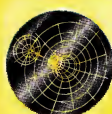
Before Saavik and Dr. Marcus can transport Spock aboard their ship, it is destroyed by Kruge, who beams to the surface and captures them. When the *Enterprise* arrives, Marcus is murdered and the Klingons capture the *Enterprise* – which Kirk has set to self-destruct.

Krue confronts Kirk on the planet. Despite the

evidence all around them – the volcanic activity and the wild weather – he does not believe what Marcus told them: that Project Genesis is a failure.

While Genesis breaks up around them, Kirk and Krue fight to the death. Finally Krue falls into a lava pit, and Kirk manages to beam up to the *Klingon*

Bird-of-Prey – now under the control of his own crew – before the final, explosive break-up of Genesis. The galaxy's newest planet is no more.

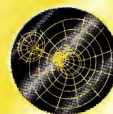


SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5 CARD 3

THE GENESIS PLANET



SPACE
PHENOMENA

GENESIS FACTS

● Dr. David Marcus, one of the brains behind Project Genesis, is the illegitimate son of James T. Kirk.

● Project Genesis is scrapped as a result of the disastrous events on the Genesis Planet.

LIFE AND DEATH ON GENESIS

Dawn of destruction

As three different groups head for the Genesis Planet, they soon discover that the planet is not the perfect man-made wonder they all imagined it to be.



▲ The torpedo casing which contains the body of Spock comes to rest on the Genesis Planet. Incredibly, the planet's unstable structure results in the regeneration of the legendary Starfleet officer.



▲ The speed of the Genesis Planet's development and eventual deterioration causes the regenerated Spock to grow at an extraordinary rate. Scared and alone, the young child experiences years of Vulcan growing pains in just a few minutes.



▲ The ruthless and ambitious Commander Krue meets his doom as the Genesis Planet disintegrates into a seething volcanic mass.

▼ Dr. David Marcus is grim-faced as he realizes that the Genesis Planet and the regenerated Spock are both facing destruction.

▲ Kirk and his crew of renegades escape in Krue's *BIRD-OF-PREY* as the Genesis Planet finally and explosively breaks up.





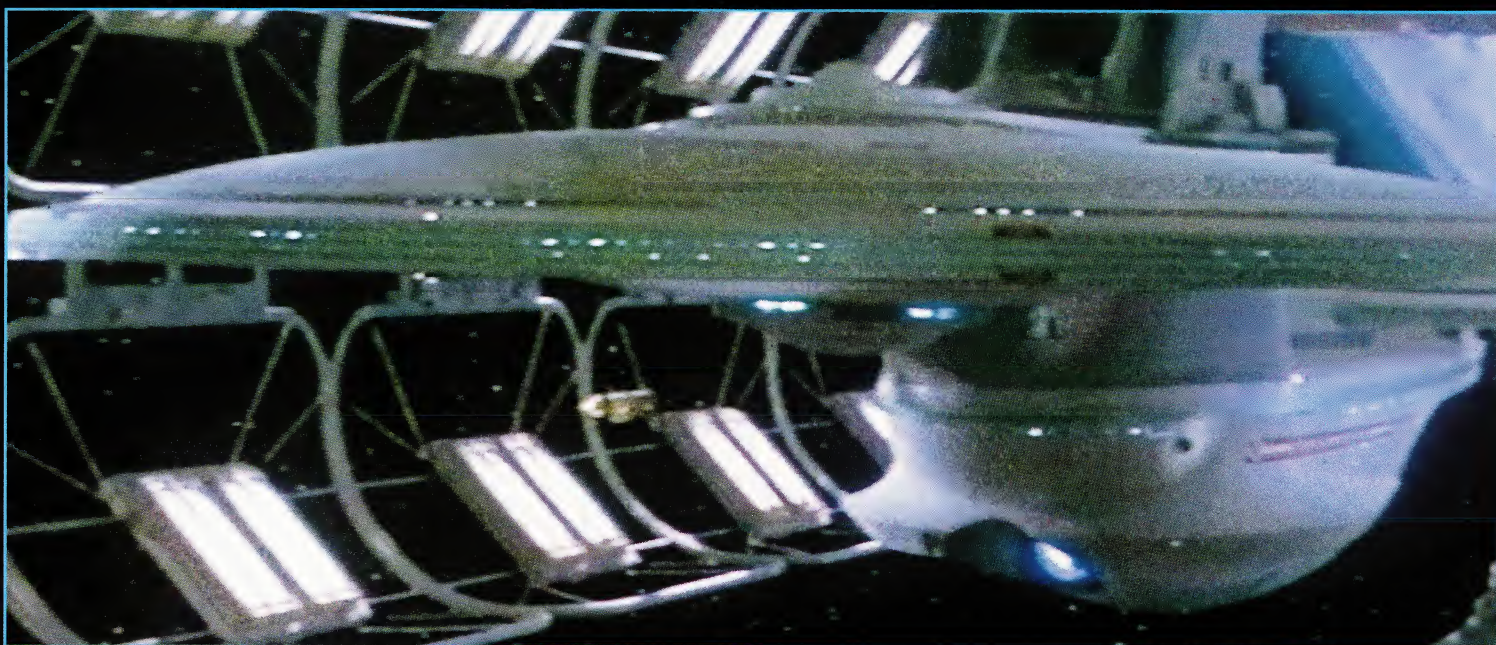
FILE 23 U.S.S. ENTERPRISE NCC-1701-B

SHIPS:

U.S.S. ENTERPRISE NCC-1701-B

SYSTEM:

GENERAL ARRANGEMENT LAYOUT



The *U.S.S. Enterprise NCC-1701-B*, the third starship in the prestigious *Enterprise* line, gets off to a less-than-prestigious start.

When the time came to build the third **U.S.S. Enterprise**, registry number **NCC-1701-B**, Starfleet had abandoned the old **Constitution-class** design and was using the newer **Excelsior-class** blueprint.

This class was originally built as a testbed for the experimental transwarp drive, but the project proved unsuccessful. The transwarp engines were

scrapped but the general design was kept, and modified to include a standard warp drive. Other ships in the class include the *Hood*, *Repulse*, *Intrepid* and *Gorkon*.

The new *Enterprise* is tested during its inaugural flight when it is almost destroyed during a rescue mission involving two transport ships and the energy ribbon called 'The Nexus'.

▲ The **U.S.S. ENTERPRISE NCC-1701-B** sits in **Spacedock**, awaiting the order to get underway on its inaugural mission.

▼ **STARFLEET** personnel admire the new ship from one of **Spacedock's** observation lounges, just prior to the launch.

ENTERPRISE FACTS

- When it is launched, the *U.S.S. Enterprise NCC-1701-B* is only equipped for a 'pleasure cruise' mission. When the ship leaves **Spacedock** for the first time it has no tractor beam, no photon torpedoes and no medical staff.
- The *U.S.S. Enterprise NCC-1701-B* is launched with the young and inexperienced **Captain John Harriman** in command, and **Ensign Demora Sulu**, daughter of the renowned **Captain Hikaru Sulu**, at the helm.
- This *Enterprise* plays an unpleasant part in **Federation** history; it is the ship on which the legendary **Captain James T. Kirk** is apparently killed.

▼ **Captain Harriman** occupies the center seat in the **U.S.S. ENTERPRISE NCC-1701-B**. The bridge of the new ship uses Starfleet's standard circular deck design.



FEDERATION STARFLEET

FILE 23 CARD 1

FILE 23 U.S.S. ENTERPRISE NCC-1701-B

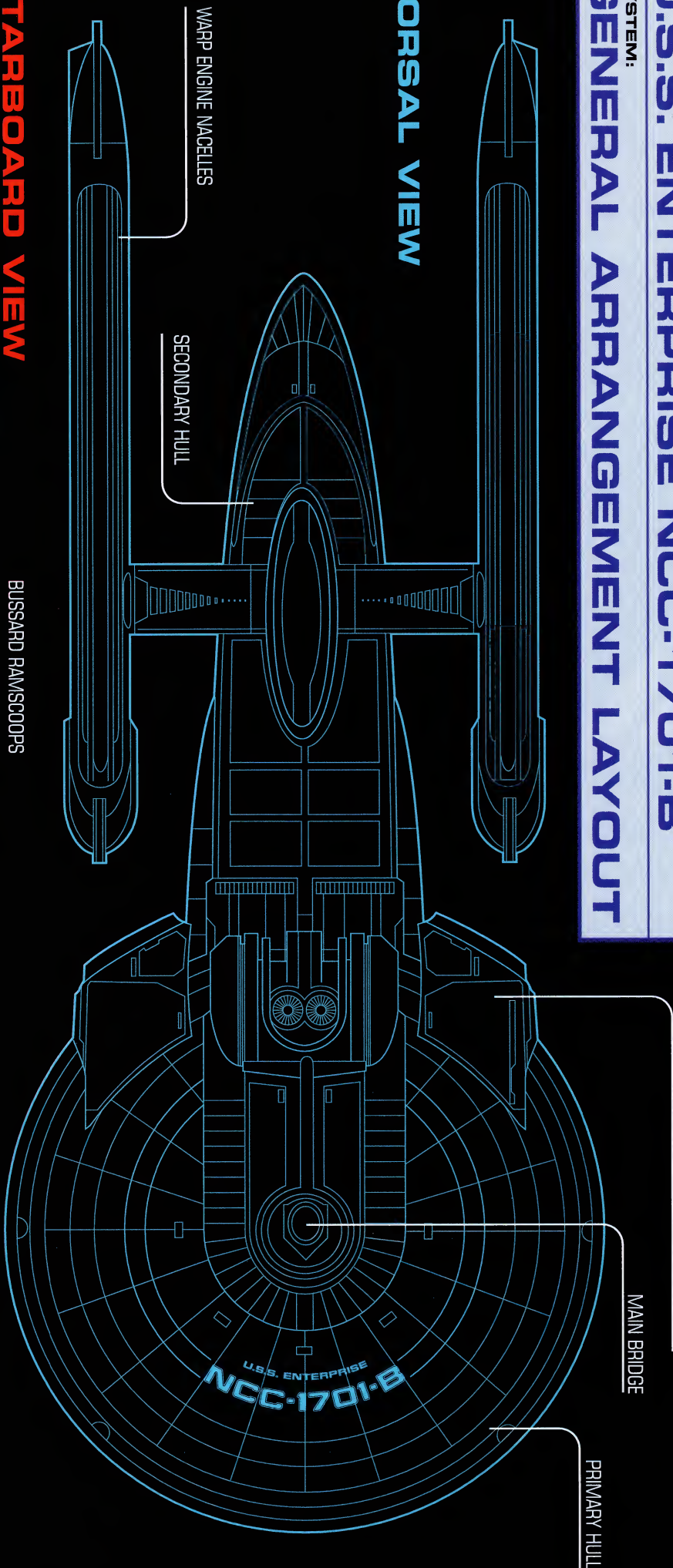
SHIPS:

U.S.S. ENTERPRISE NCC-1701-B

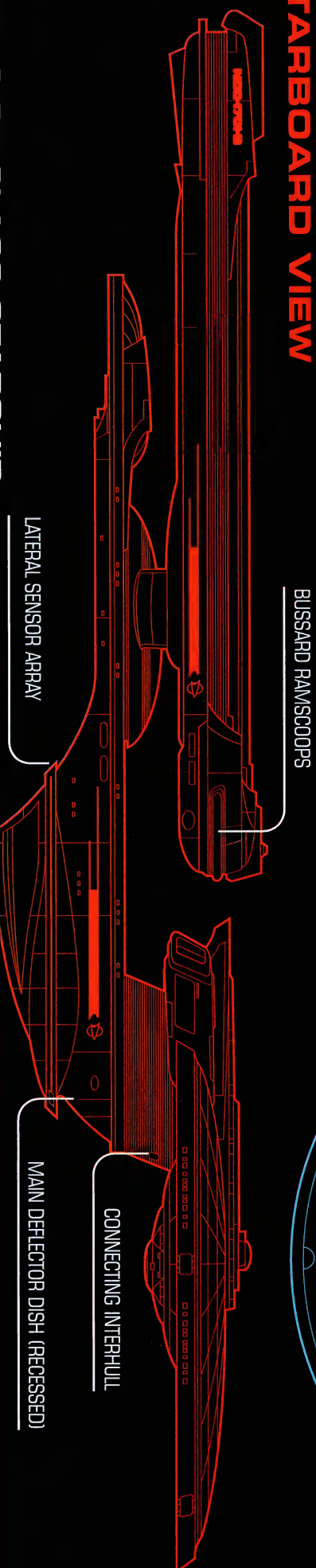
SYSTEM:

GENERAL ARRANGEMENT LAYOUT

DORSAL VIEW



STARBOARD VIEW



EXCELSIOR-CLASS STARSHIP

TYPE:
LIGHT SHORT-RANGE SHUTTLE

ASSIGNED TO:
U.S.S. ENTERPRISE NCC-1701-D

NAME:
TYPE-6 SHUTTLECRAFT 'GODDARD'

The *U.S.S. Enterprise NCC-1701-D* is equipped with auxiliary shuttlecraft for use as support vessels. The standard complement is 10 standard personnel shuttles, 10 cargo shuttles, and five special-purpose craft. Additional special-purpose shuttles can also be provided. The *Enterprise* also carries 12 two-person shuttle pods for short-range use.

Starfleet regulations require that at least 11 shuttle vehicles be maintained at operational status at all times.

Cruise Mode operating rules require one standard shuttlecraft and one shuttlepod to be ready for launch with five minutes' notice. Four additional shuttlecraft are always available on immediate standby for 30-minute launch, and an additional six vehicles are maintained for launch within 12 hours.

Red Alert Mode rules require two additional shuttles to be brought to urgent standby, and all remaining operational vehicles to be maintained at immediate standby status.

The *Enterprise's* Type-6 shuttlecraft, **Goddard NCC-1701-D-2**, is best known as the vessel that was 'loaned' to **Montgomery Scott**, the retired former chief engineer of the *U.S.S. Enterprise NCC-1701-A*.

While responding to a distress signal, the *Enterprise* encounters a **Dyson sphere**, a colossal artificial structure whose habitable



▶ Two of the most influential Chief Engineers in Starfleet history, Geordi La Forge and Montgomery Scott inspect the shuttlecraft GODDARD.

interior surface is powered by a small star at the center of the sphere. The source of the distress signal is a 75-year-old transport ship, the *U.S.S. Jenolen NCC-2010*, which crashed into the outside surface of the sphere.

An away team recovers the single survivor, who used an innovative modification to suspend himself in the transporter. The occupant is Scotty, who is welcomed aboard

the modern *Enterprise*, but he discovers that his skills are of little use in the 24th century.

However, that all changes when he and **Geordi La Forge** use the revived *Jenolen* to rescue the *Enterprise* from inside the Dyson sphere, destroying the *Jenolen* in the process. In appreciation, **Captain Picard** gives Scotty the use of the shuttlecraft *Goddard* to continue on his interrupted journey.

OTHER SHUTTLES

Several of the shuttlecraft and shuttle pods aboard the *U.S.S. Enterprise* have been named after historical figures. These include:

SHUTTLECRAFT

Sakharov	Shuttlecraft 01	Soviet physicist and peace advocate
Goddard	Reg. unknown	American rocket pioneer
Fermi	Shuttlecraft 09	Nuclear physicist
Feynman	Reg. unknown	Nobel physics laureate
Magellan	Shuttlecraft 15	Renowned Terran explorer
Hawking	Reg. unknown	Physicist Stephen Hawking

SHUTTLE PODS

El Baz	Shuttlepod 05	Planetary geoscientist, Farouk El Baz
Onizuka	Shuttlepod 07	Space Shuttle <i>Challenger</i> astronaut
Pike	Shuttlepod 12	Captain of the <i>U.S.S. Enterprise NCC-1701</i>
Voltaire	Shuttlepod 03	French writer and philosopher

A FAREWELL GIFT TO SCOTTY



▶ While shuttles vary in size – cargo shuttles being, of course, larger than standard personnel models – each is equipped with defense shields and minimal weaponry, including phasers and torpedoes. The shuttles are designed for local space operations and aren't intended for deep space travel. Shuttles have transporters, but these are limited in their effective range.



▶ Scotty bids farewell to Geordi La Forge as he enters the Type-6 shuttlecraft GODDARD. The vessel was loaned to him by Captain Jean-Luc Picard as a thank-you for his part in freeing the *U.S.S. ENTERPRISE* from the Dyson sphere. Scotty will use the craft to further explore the galaxy before heading for the Norpin Colony – the retirement community he was heading for 75 years earlier.



TYPE-6 SHUTTLECRAFT 'GODDARD'

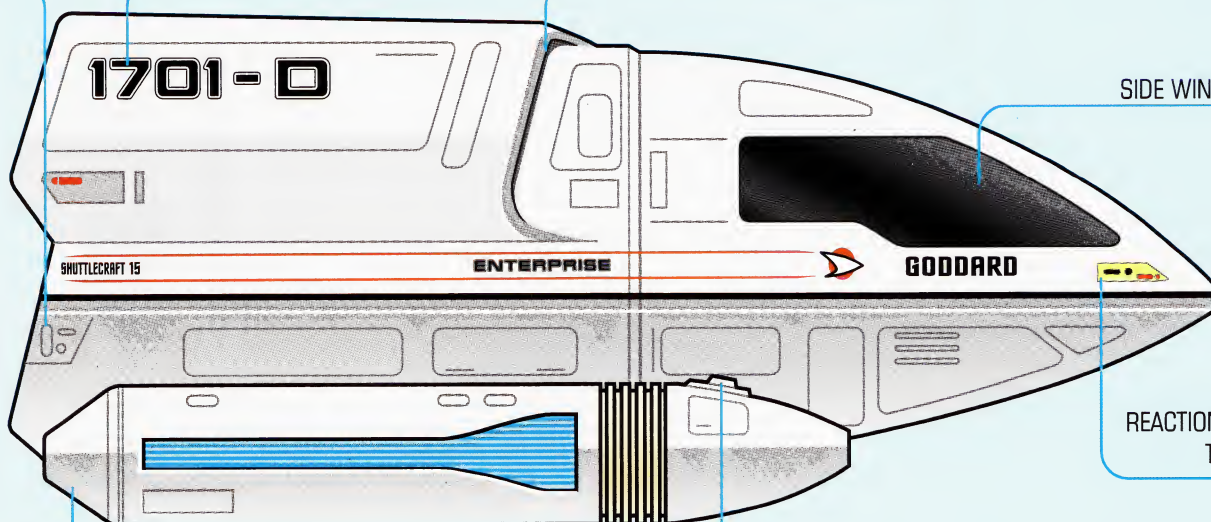
STARBOARD VIEW

REACTION CONTROL
THRUSTERS

REGISTRY NUMBER

IMPULSE INTAKE

SIDE WINDOW



WARP ENGINE NACELLE

PHASER EMITTER

FORWARD WINDOW

IMPULSE ENGINES



FORE VIEW



AFT VIEW

ENTRY HATCH

TYPE-6 SHUTTLECRAFT SPECIFICATIONS

Built: ASDB Integration Facility, Utopia Planitia Fleet Yards, Mars
Type: Light short-range warp shuttle.
Length: 6.0m **Beam:** 4.4m **Height:** 2.7m. **Mass:** 3.38 metric tonnes
Crew: 2, with 6 passengers (standard) or 2 (diplomatic operations)
Armament: None (standard version); two Type-4 phaser emitters (special operations)

Powerplant: Two 1,250 millicochrane warp engines, 12 DeFI 3234 microfusion RCS thrusters (standard model); two 2,100 millicochrane warp engines (upgraded version)
Performance: Warp 1.2 for 48 hours (standard model); Warp 2 for 36 hours (upgraded version)

FILE 56 HOLODECK BEINGS

The Holographic Doctor

The Doctor aboard the *U.S.S. Voyager* is not a person at all, but an extremely sophisticated holographic program containing the collective medical knowledge of 3,000 cultures — as well as an underdeveloped bedside manner.

When the *U.S.S. Voyager* NCC-73656 is pulled into the Delta Quadrant, one of the first casualties is the ship's doctor. Luckily, the sickbay is equipped with the new **Emergency Medical Holographic Program**. This program becomes the crew's last and best hope for healing.

The Doctor is activated on stardate 48308, and from that moment on becomes an increasingly valuable member of the crew. He knows that his primary purpose is to serve as the Emergency Medical Program on the *Voyager*, but his program allows him to 'grow' and 'learn' from his experiences.

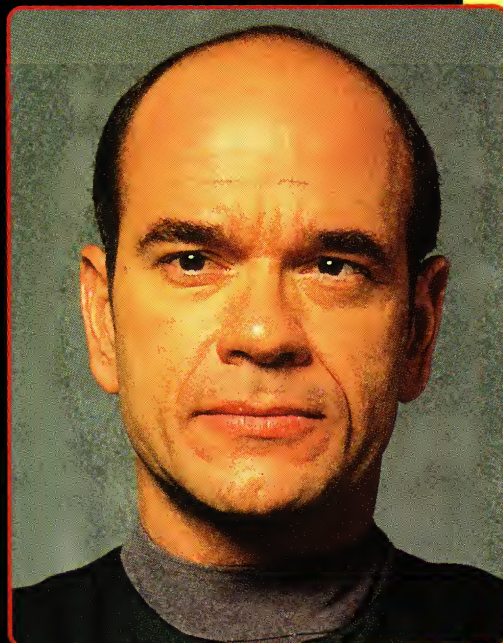
The Doctor was intended by Starfleet to serve as a supplement to the ship's doctor and was designed in a lab on **Jupiter Station**. The lead designer of the **Emergency Medical Holographic Program** was **Dr. Lewis Zimmerman**; another member of his design team was none other than **Lieutenant Reginald Barclay**. He was in charge of testing the Doctor's interpersonal skills, which explains many of the Doctor's quirks.

Doctor 3-D

A 3-D projection of light and energy, the Doctor does experience certain limitations in his experience. Since he is literally a projection of photons held together by forcefields, he cannot exist in

PROFILE ON THE DOCTOR

NAME: Undecided
LIFE FORM: Holodeck image
STATUS: Sentient being
CREATOR: Dr. Lewis Zimmerman
BECAME OPERATIONAL: 2371
OCCUPATION: Ship's emergency doctor
CHILDREN: N/A
SIBLINGS: N/A, but other versions of this program are used on other Starfleet vessels.
BEST FRIEND: Kes
FIRST SEEN: 'Caretaker'



"Doesn't anyone know how to turn off the program when they leave?"

— The Doctor

Containing the cumulative knowledge of hundreds of Starfleet medical doctors, the Emergency Medical Holographic Program can provide valuable help in almost any situation.

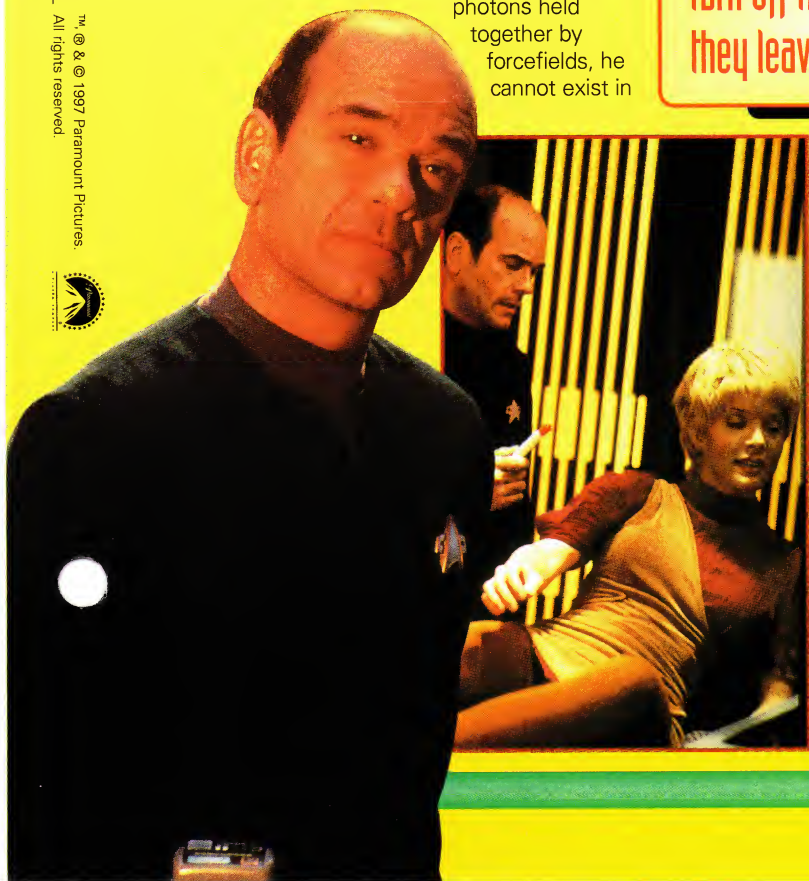
★ Time for your shot
 As well as emergency medical procedures, the Holographic Doctor can perform routine treatments.

★ Don't touch me

Even The Doctor's own 'holo-sanity' is in question when a degraded program leads Barclay and Kes to convince him he is the real 'Lewis Zimmerman'.

★ This won't hurt a bit

Kes' treatment by the colorless EMH-1 is the first step toward the friendship that was to develop between them.



Holographic Doctor

any part of the ship which doesn't have holo-emitters, as sickbay and the **holodecks** do.

Still, he is an incredibly sophisticated computer simulation with adaptable programing. His imaging system often improves on a myriad of delicate tactile maneuvers that are required by all sorts of intricate surgical procedures. He is also a sentient being, unlike most holographic programs.

Getting accepted

As a non-human acting in a human role, the Doctor initially has a hard time assimilating with the *Voyager* crew. The **Ocampan** female, **Kes**, is sympathetic and she urges him to assert his right to be involved in life on the ship, and also encourages him to find a name for himself.

The Doctor is finally accepted as a member of the crew when he saves **Ensign Harry Kim**, **Commander Chakotay**, and **Lt. Commander Tuvok** from the clutches of a strange energy being which latches onto the holodecks.

Human sensibilities

The Doctor's programing is capable of adapting to human sensibilities. At one point, challenged to improve his bedside manner by several of the crew, the Doctor programs himself to be sick for 24 hours. However, knowing that he will be well at a certain designated time negates the effectiveness of the exercise.

Unbeknownst to him, Kes lengthens his illness by several hours, and it is only then that the Doctor realizes the value of a soothing voice.

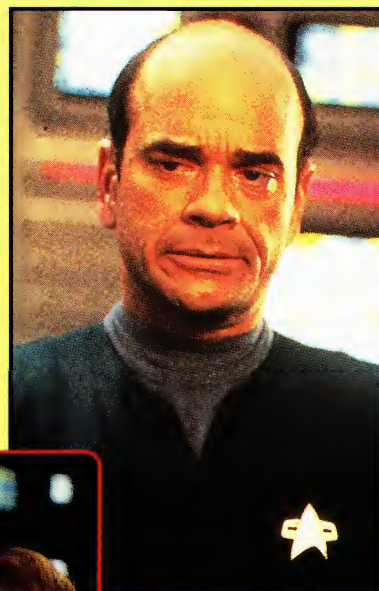
He is also able to fall in love. When a very ill **Vidiian** woman is beamed aboard, the Doctor creates a healthy holographic program for her mind to reside in while he tries to heal her body.

She appreciates his intelligence and humor, and he appreciates her sweetness and honesty. When she decides that she would rather let her body die than risk losing his love

because of her illness, he convinces her that it is her soul that he's fallen in love with. They spend two weeks together, dancing on the holodeck in a new program called "Doctor - Alpha - Dance Program."

★ Doc comes to life

When first activated on board the U.S.S. VOYAGER, the Emergency Medical Holographic Program is not designed to include a perfect bedside manner.



DOC IN ACTION

★ Up in arms

The Doctor tests his own heroic mettle once again when standing up to Paris and an armed Kazon during the holo-malfunction.



★ Neelix

Neelix is in the enviable position of having a loving relationship with the beautiful Kes. The Doctor, however, can call her a true friend.

THE DOC AND FEMALES



▲ Just checking

As the Doctor learns more and more about feelings, one person who finds she has the doctor's interests at heart is Danara Pel.



▲ Dating

Thanks to Paris's holoprogram, the Doctor explores old-fashioned human dating rituals with Danara Pel in a 1957 'Chevy on Mars.

◀ Doctor of Love

When the Doctor ventures out for his first away team mission within Kim's 'Beowulf' holoprogram, he doesn't expect to experience romance.



Worf: A Klingon In Starfleet

Worf is the first Klingon warrior to serve in Starfleet, but it hasn't been an easy life for a man torn between two cultures and two loyalties.

The son of the famous Klingon warrior **Mogh**, **Worf** was born on the **Klingon Homeworld** in 2340 before moving with his parents to the **Khitomer Outpost** in 2346. Tragically, however, his parents were among the 4,000 Klingons killed by the **Romulans** in the **Khitomer** massacre, leaving Worf an orphan.

He was found amidst the devastation of Khitomer by **Sergey Rozhenko**, a chief petty officer aboard the **U.S.S. Intrepid** which had gone to the aid of the beleaguered Klingon outpost. Believing Worf to have no remaining family, Rozhenko, together with his wife **Helena**, decided to adopt the young child.

Brought up initially on the

farm world of **Gault**, Worf later settled with his adoptive parents on Earth. Perhaps not surprisingly, Worf struggled to come to terms with human society and he gained a reputation as something of a hell-raiser.

Even so, together with his brother **Nikolai**, the biological son of the Rozhenkos, Worf took the major step – for a Klingon, at least – of entering **Starfleet Academy** with his brother. Though Nikolai was to drop out, Worf thrived in the environment, and he graduated in 2361. His first major posting is the rank of Lieutenant, Junior Grade on board **Starfleet's** brand new flagship, the **U.S.S. Enterprise NCC 1701-D**.

Although he serves as a flight control officer (conn) on the *Enterprise's* early

★ Worf's other parents

Worf meets up with Sergey and Helena Rozhenko, the parents who adopted him after he was discovered in the aftermath of the notorious Khitomer massacre.



★ Reunited

Romantically linked back in 2359, Worf and Emissary K'Ehleyr are reunited aboard the ENTERPRISE in 2365, where she is posted during the T'Ong crisis.

PROFILE ON WORF

NAME: Worf
LIFE FORM: Klingon
BORN: 2340
STATUS: Starfleet officer
FATHER: Mogh
GRANDFATHER: Colonel Worf
ADOPTIVE PARENTS: Sergey and Helena Rozhenko
CHILDREN: One son, Alexander
SIBLINGS: One biological brother, Hurn; one step-brother, Nikolai Rozhenko
CURRENT OCCUPATION: Commander aboard the space station *Deep Space Nine*
PREVIOUS OCCUPATION: Chief of Security aboard the *U.S.S. Enterprise NCC-1701-D*
BEST FRIENDS: Commander William Riker, Counselor Deanna Troi
FAVORITE DRINK: Prune juice
FIRST SEEN: 2365, 'Encounter at Farpoint'



▲ **Commander Worf is a loyal Starfleet officer who has served with distinction on both the U.S.S. ENTERPRISE NCC-1701-D and on the Federation space station DEEP SPACE NINE.**

★ Son of Worf

Alexander, the offspring of Worf and K'Ehleyr, goes to live with the Rozhenkos after the tragic death of his mother. He later joins his father and lives with him aboard the ENTERPRISE.



★ Real brother

Kurn is Worf's long-lost biological brother. It is only when Kurn visits the U.S.S. ENTERPRISE as part of an exchange program that Worf learns of his existence.



Worf: A Klingon In Starfleet

missions, Worf is upgraded to Lieutenant and made chief of security following the death of **Lieutenant Tasha Yar**.

But the internal struggle with his Klingon heritage and human upbringing soon make life difficult. After killing a Klingon rebel, in the true traditions of his bloodline, Worf is offered a position in the Klingon fleet.

Ultimately, he chooses his Starfleet career over his heritage, but it is a choice he will be confronted with many more times.

Outside pressures

There is little doubt that Worf has served with distinction both on the *Enterprise* and on *Deep Space Nine* – a fact confirmed by two promotions – despite numerous distractions by both Klingon politics and family matters.

In 2366, together with Kurn, his newly-discovered brother, he is forced to

defend the name of his father, Mogh, who had been branded a traitor. Worf discovers that the powerful **Duras family** had fabricated the evidence, but chooses to be dishonored, fearing that his revelations might plunge the Klingons into civil war.

Revenge

Worf eventually kills the plotting **High Council** member, **Duras** – who had also murdered Worf's mate, **Emissary K'Ehleyr**, after she discovered the cover-up plot – under the Klingon right of vengeance. The only recompense for Worf is that K'Ehleyr had borne him a child, named **Alexander**, of whom he is immensely proud.

When civil war finally breaks out in 2368, Worf manages to restore the family name in return for backing the **Gowron** regime in the battle with the Duras family.

"I have not forsaken my heritage. I am Klingon. My heart is of this world; my blood is as yours."

—Worf

★ Worf, the Klingon warrior

Forced to resign his Starfleet commission, Worf sets off for the Klingon Homeworld to support Gowron in the bloody civil war against his great rivals, the Duras family.



ON THE ENTERPRISE

★ Young officer

The young junior Lieutenant Worf, wearing the traditional Klingon sash, stands beside Lieutenant Tasha Yar on the bridge of the U.S.S. *ENTERPRISE*. Following Yar's tragic death on the planet Vagra II, Worf takes over her role as the ship's Chief of Security. Promoted to Lieutenant and then Lieutenant Commander, he is posted to *DEEP SPACE NINE*.



★ Facing the enemy

As Chief of Security on the *ENTERPRISE*, Worf has had to deal with many deadly new enemies – including the dreaded **Borg Collective**. His courage in combat is always exemplary.

The conflict also forces Worf to resign his Starfleet commission, as he is taking sides in an internal dispute, but he is welcomed back to the *Enterprise* with open arms once Gowron prevails.

He leaves the *Enterprise* once again the following year, this time on leave of absence, after he experi-

★ Right of vengeance

Worf exacts vengeance on the evil Duras, in revenge for the murder of K'Ehleyr – Worf's mate, and the mother of his son.

★ Taking sides

Worf and his brother Kurn agree to support Gowron (right) in the Klingon civil war – but at a price. In return for their backing, it is agreed that the honor of the Mogh family name will be rightfully restored.



ences a crisis of faith. But after unwittingly getting involved in more Klingon intrigue, he once again returns to Starfleet.

Reunited

Worf is assigned to a new post on *Deep Space Nine*, during which he briefly rejoins his former U.S.S. *Enterprise* comrades in 2373. And in the latest Borg engagement, his life is saved after being beamed aboard the new U.S.S. *Enterprise NCC-1701-E*. Worf's ship, the U.S.S. *Defiant*, is severely damaged in the attack.

FILE 64 PROPULSION SYSTEMS

Warp Core Operation

The heart of a starship's warp drive system is the warp core, a power source which generates and controls energies equivalent to those inside a star. In this contained environment, matter and antimatter react to create the power that makes interstellar faster-than-light travel a possibility.

The **warp core** powers propulsion systems and other major starship systems. It provides 1,000,000 times more energy than the standard fusion engines used by the **impulse propulsion system**.

Other names for the warp core include the **warp reactor** and the **main engine core**, but it is most accurately called the **matter/antimatter reaction assembly (M/ARA)**. This consists of four subsystems: **reactant injectors**, **magnetic constriction segments**, the **matter/antimatter reaction chamber**, and **power transfer conduits**.

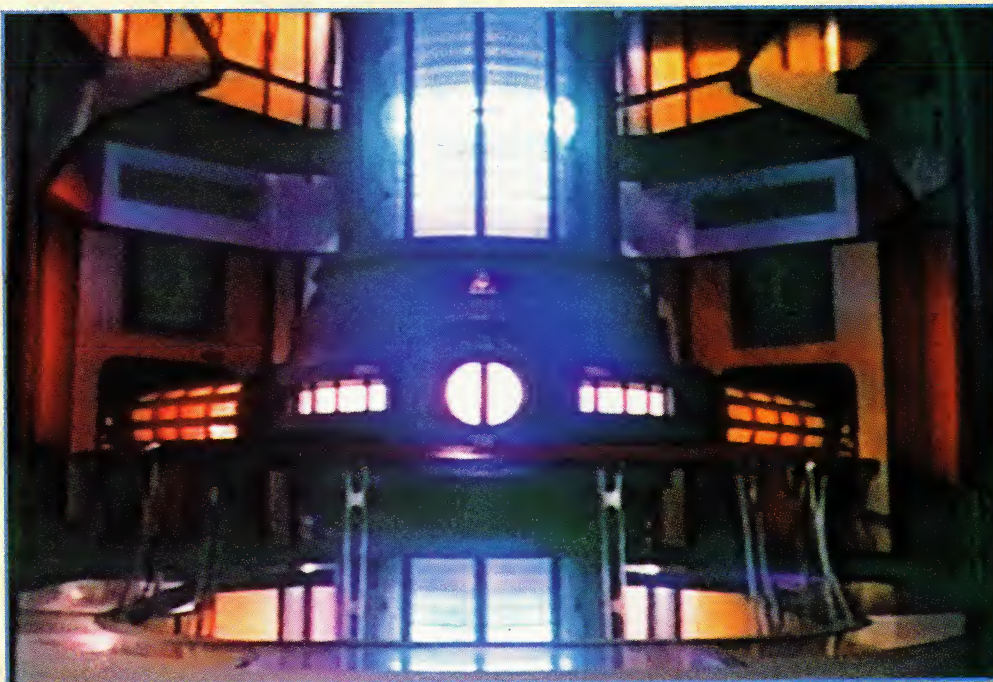
Warp core subsystems

At the upper end of the M/ARA is the matter reactant injector, and at the lower end is the antimatter reactant injector. Through these the core receives prepared and controlled streams of reactant material.

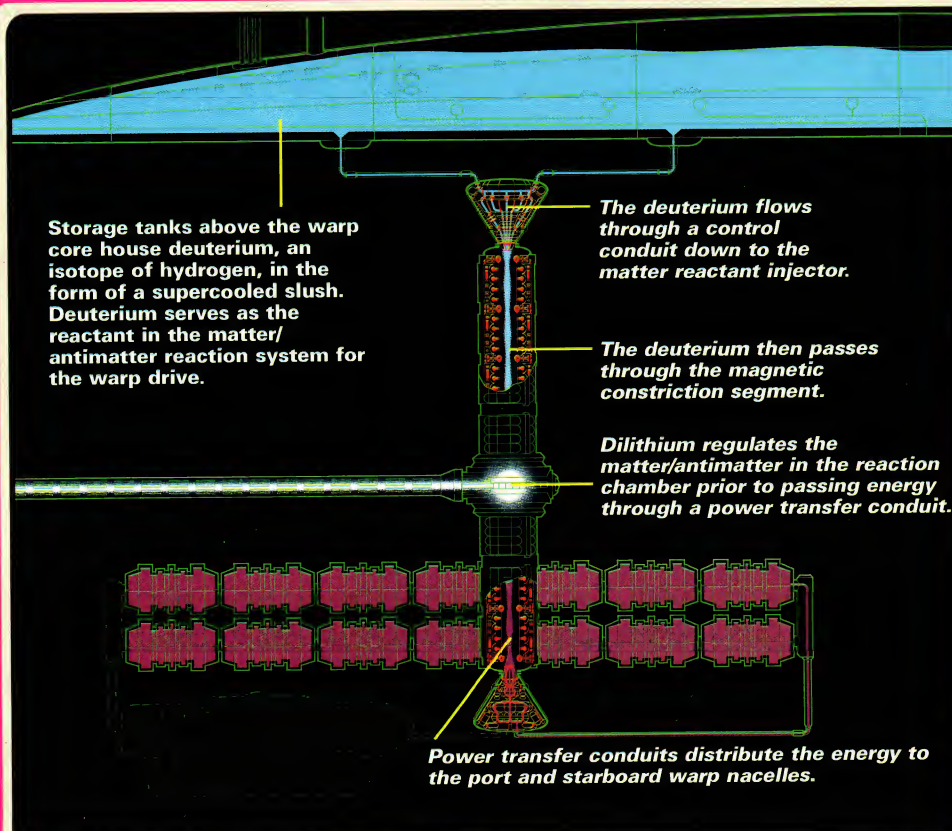
Handling the antimatter requires special care. If it makes contact with matter, a catastrophic explosion will occur. However, such an explosion controlled by magnetic fields and focused by **dilithium** crystals provides enough energy



▲ The **PHOENIX** is the first Earth vessel to travel faster than the speed of light, when Dr. Zefram Cochrane tests his warp drive in 2063.



WARP CORE CUTAWAY



▲ During normal operation, the warp core (variously referred to as the matter/antimatter reaction assembly, warp reactor or main engine core) displays a bluish glow.

▼ Main engineering, Deck 36, with the master systems display in the foreground. Other displays include those for warp propulsion systems, impulse propulsion systems and a master situation monitor.



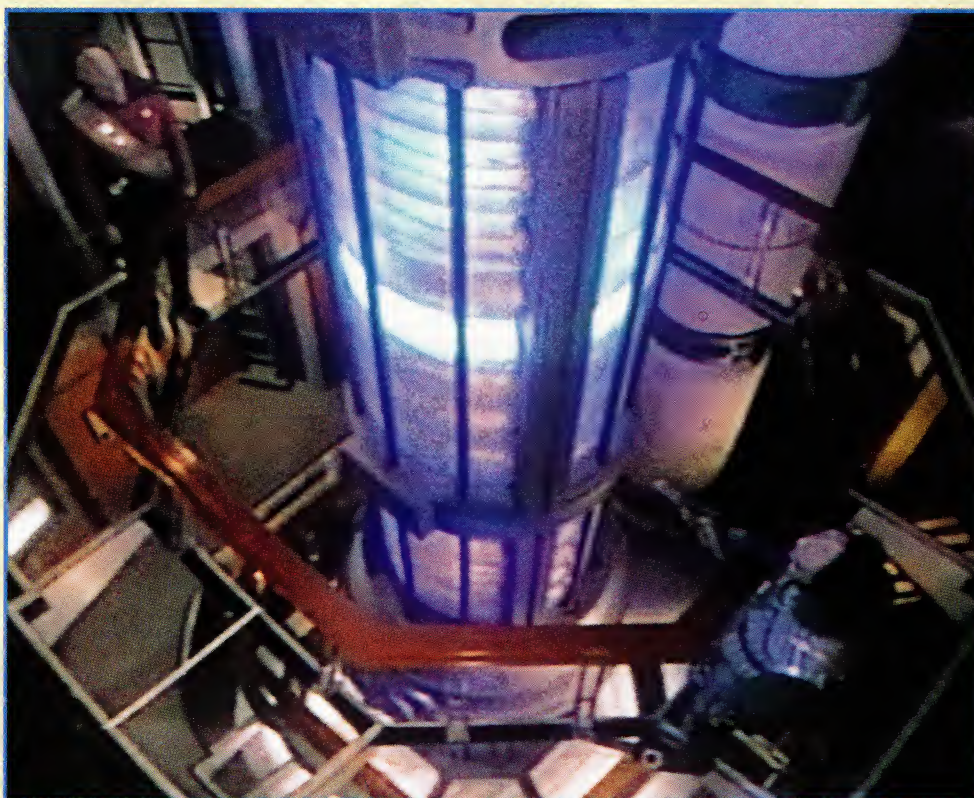
Warp Core Operation

to power the starship to velocities beyond the speed of light.

The matter and antimatter streams are channeled through the magnetic constriction segments (MCS), where they are aligned and compressed by magnetic constrictor coils. This insures that the matter and antimatter streams will meet at the exact center of the matter/antimatter reaction chamber (M/ARC).

Inside the M/ARC is the **dilithium crystal articulation frame (DCAF)**, the very heart of the warp core. Carefully positioned in the DCAF, the dilithium crystal allows the violent matter/antimatter reaction to be tuned and controlled. The dilithium crystal is the only material known to **Federation** science that does not react to antimatter.

The plasma streams generated inside the M/ARC are split into two, and sent along power transfer conduits (PTC) that are



▲ In 2364, a renegade Klingon unsuccessfully tries to gain control of the U.S.S. ENTERPRISE NCC-1701-D by aiming a weapon at the heart of the warp core and threatening to blow up the ship. He is stopped by Lt. Worf.

STARSHIP FACTS

- The U.S.S. Yamamoto NCC-71807 is destroyed by an antimatter containment failure in 2365.
- The U.S.S. Enterprise NCC-1701-D is unable to contain a warp core breach in 2371, when the Duras sisters penetrate the ship's shields with a frequency-matched photon torpedo. The Enterprise has to evacuate the battle section before it is blown to pieces.
- The intermix formula of matter to antimatter in the warp core is 1 to 1.

similar in structure and function to the MCS. The plasma streams flow through the PTC to the field coils in the **warp engine nacelles**.

In the case of an extreme emergency and if the safety of the ship is in jeopardy, the

warp propulsion system can be shut down or even jettisoned. If given a choice between assuring the safety of the crew and continuing the ship's mission, automatic systems always prioritize the crew.

WARP CORE EMERGENCY PROCEDURE



▲ A system of secondary back-ups provides for the usual smooth running of main engineering.



▲ If there is a possibility of a warp core breach, the chief engineer will do everything in his power to contain it.



▲ In the event of a suspected warp core breach, lifesaving emergency evacuation procedures are implemented.



▲ The chief engineer oversees the complete evacuation of his station. After evacuation, the area is sealed off.



▲ Even if some personnel are left behind, the area must be sealed to save the rest of the crew and the ship.



▲ Ground zero of a warp core breach. In a matter of a few milliseconds, a warp core explosion can annihilate the ship.



'Inner Light'

A routine survey mission for the *U.S.S. Enterprise NCC-1701-D* is suddenly interrupted when a strange probe pulls up alongside and launches a powerful beam toward the starship. Its target: Captain Jean-Luc Picard.

CAPTAIN'S LOG

STARDATE: 45944.1

"Following a magnetic wave survey of the Parvenium system, we have detected an object which we cannot immediately identify."

As the crew of the *U.S.S. Enterprise NCC-1701-D* study the unknown probe, **Lieutenant Worf** reports that its nucleonic particle stream is penetrating the ship's deflector shields. Suddenly, the beam focuses on **Captain Picard** and knocks him unconscious.

When Picard comes to, he finds himself in unfamiliar surroundings, being cared for by an attractive woman. The woman, **Eline**, tells him his name is '**Kamin**' and that he is her husband of three years. Picard tries to explain that he is actually the captain of a **Federation** starship, but Eline maintains that he has been sick and must be experiencing a memory loss.

No dream

Understandably, Picard is confused, and he tries to speak to the computer in the mistaken belief that he has somehow found his way into a **holodeck** program. But this is no computer-generated environment, and Picard is growing ever more frantic.

Determined to get answers, Picard investigates his surroundings. He learns that he is living in the village of **Ressik** on the planet **Kataan**, and everyone he meets knows him as Kamin the iron weaver. He is also approached by a man named **Batai**, who seems genuinely pleased to see his best friend up and about after his long illness.

Back on the *Enterprise*, the crew is unable to revive Picard. Reasoning the particle emission that has attached itself to their captain may control his life, they are afraid to take any action which might harm him.

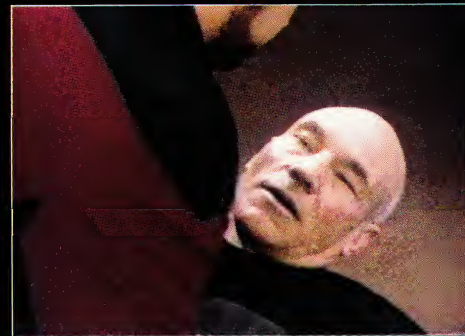
Different times

Only a few moments have passed on board the ship, but on Kataan, five years have already elapsed, and Picard has finally come to terms with his 'new' life away from the *Enterprise*. He has become a keen, if not particularly skilled, flautist and has even come up with a potential solution to the never-ending drought that seems to be slowly destroying the planet. But unfortunately his ideas for producing atmospheric condensers are laughed at by the Kataan leaders.

ON SCREEN...



1 Captain Picard assesses the mysterious probe that seems to be taking such a keen interest in the *ENTERPRISE*.



2 Commander Riker tries to resuscitate Picard after he is struck down by a beam sent from the probe.



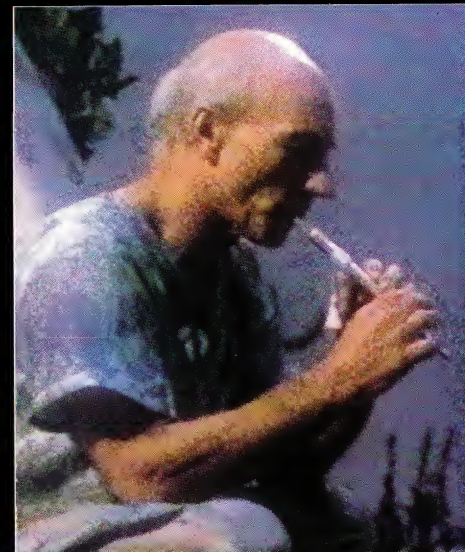
3 Picard awakens to find himself in a different world, where he is being tended to by his 'wife', Eline.



4 Picard explores Kataan in an attempt to explain how he has been somehow transported into a new life.



5 'Kamin' and his friend Batai try to work out a way of beating the drought that is stifling their community.



6 By now almost totally at ease with his life as Kamin, Picard relaxes with his Ressikan flute.



'Inner Light'

Meanwhile, on the *Enterprise*, **Commander Riker**, in desperation and against the advice of **Dr. Beverly Crusher**, orders **Lt. Commander Data** to disengage Picard from the beam. Almost immediately, his pulse drops dramatically and his vital functions start to falter. Riker quickly realizes his folly and orders the beam to be restored.

This incident also has an effect on Kataan, where seven more years have passed, when Picard slumps to the floor during the 'naming' ceremony for his son, named Batai in honor of his recently-deceased best friend.

Worsening situation

Twelve more years pass on Kataan and the drought continues to worsen. Picard's teenage daughter, **Meribor**, who has inherited her father's interest in science, has come to the same conclusion as her father: that their planet is doomed. At the same time, **Geordi La Forge** and Data have been able to chart the probe's radiation to Kataan, a planet that was destroyed in a supernova explosion a thousand years ago.

On Kataan, the years continue to fly by. Picard continues his quest to get something done about the drought, but no one listens, even though they privately admit that Picard's conclusions are quite correct. He is told that the technology simply doesn't exist to thwart the planet's inevitable destruction.

Even so, Picard continues to search for a solution in his own quiet way. His joyful experience of family life is heightened when he becomes a grandfather, but he also suffers the pain of loss when his beloved Eline passes away.

Strange readings

Despite all of this, the elapsed time on the *Enterprise* is still only minutes. However, Dr. Crusher becomes alarmed when she realizes that Picard's metabolic rates match those of an 80-year-old man.

In fact, Picard is actually 85 years old on Kataan, where the drought has almost completely destroyed the planet. His children, grown up by now, convince the unwilling old man to accompany them to a missile launching – an event they are all very excited about. Picard doesn't understand the point, knowing

the missile can do nothing to save the planet or its people. However, as the missile takes off everything becomes clear.

Into the future

His old friend Batai reappears together with Eline and they explain that they are launching a probe into the future to find a historian who will bring them immortality by telling others about their planet after it is destroyed. Picard realizes the missile is the probe that brought him to Kataan over

30 years ago and that he is the historian.

Just as this happens, Picard wakes up aboard the *Enterprise*. Struggling to come to terms with what has been through, he is amazed to learn he has only been unconscious for a mere 25 minutes. As far as he is aware, he has just lived almost an entire lifetime.

As if to prove that the experience wasn't just some strange dream, Picard opens a package retrieved from the probe. Inside he finds Kamin's treasured Ressikan flute.

ON SCREEN...



7 As they move into old age, Kamin and Eline look back on a simple but happy life that has furnished them with two lovely children.



8 Kamin confirms Meribor's theories that the days of their existence on Kataan are numbered.



9 Now a widower, Kamin continues to enjoy family life, thanks to the arrival of his grandson.



10 The spirit of Eline, reunited with her family, explains to Picard the truth behind his experiences.



11 Restored to his life as captain of the *ENTERPRISE*, Picard discovers a reminder of his other life – his Ressikan flute.

STARSHIP FACTS

Before going nova in the 14th century, the Kataan star was located in the SILARIAN SECTOR. Its system was made up of six planets.

Picard retains his knowledge of how to play the Ressikan flute, and uses it to good effect in his musical duets with the scientist NEELA DAREN.



STAR TREK GENERATIONS Part I

The third incarnation of the *U.S.S. Enterprise NCC-1701* is prepared for its ceremonial launch by the legendary commander of the original *Enterprise*, *Captain James T. Kirk*. But nobody is prepared for the tragic events that follow.

SEE OTHER FILES...

STAR TREK:	THE MOTION PICTURE.....	File 72
STAR TREK II:	THE WRATH OF KHAN.....	File 73
STAR TREK III:	THE SEARCH FOR SPOCK.....	File 74
STAR TREK IV:	THE VOYAGE HOME.....	File 75
STAR TREK V:	FINAL FRONTIER.....	File 76
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Sitting in an orbiting **Spacedock** high above the Earth, the *U.S.S. Enterprise NCC-1701-B* is poised to set forth on her maiden voyage. There's a new man, **Captain John Harriman**, at the helm, and **Captain James T. Kirk**, **Commander Pavel Chekov** and **Captain Montgomery Scott** are on board – but in a purely ceremonial capacity. For the first time in 30 years, an *Enterprise* will venture forth without Kirk in command.

Trouble ahead

The *Enterprise* heads out into the solar system, but as it clears the asteroid belt it receives a distress call from the transport ship *Lakul*, which is trapped in a severe gravimetric distortion. The science officer explains that the *Lakul* is one of two ships transporting **El-Aurian** refugees to Earth, but Harriman, with only a skeleton crew on board, is reluctant to change course.

However, **Ensign Demora Sulu** – daughter of Kirk's own helmsman, **Hikaru Sulu** – reports that the *Enterprise* is the only ship in range for a rescue attempt. Reluctantly, Harriman gives the order to intercept at maximum warp.

Energy ribbon

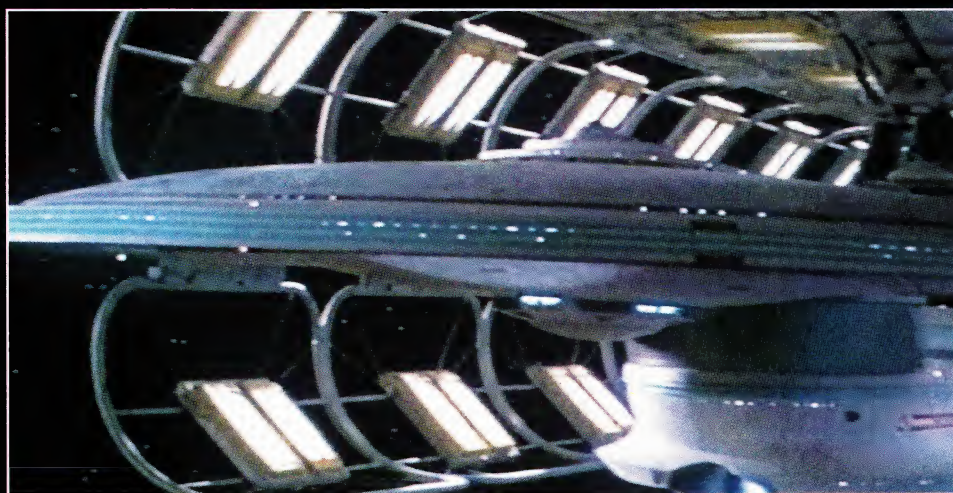
When the *Enterprise* comes within visual range, the energy distortion appears as a writhing ribbon of glowing light, bristling with violent tendrils of energy. Against the massive ribbon, Sulu locates the trapped transport ships. Readings indicate that their hulls are starting to buckle under the stress and that they won't survive much longer.

Shuddering blow

The bridge shudders as the ship suffers the same gravimetric distortions, and Harriman orders the *Enterprise* to keep its distance. To the consternation of Kirk, Harriman decides on venting plasma from the warp nacelles to break the transport ships free. But just as the navigator reports that the plasma is having no effect, Sulu reports that the hull on one of the vessels is collapsing.

On the viewscreen, an energy tendril strikes the starboard vessel and the craft

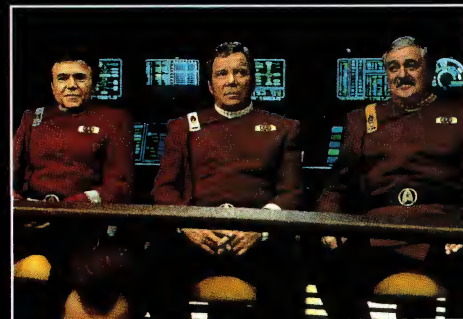
ON SCREEN...



1 The third Federation starship to bear the name *ENTERPRISE*, the *Excelsior-class U.S.S. ENTERPRISE NCC-1701-B* stands ready for its launching ceremony.



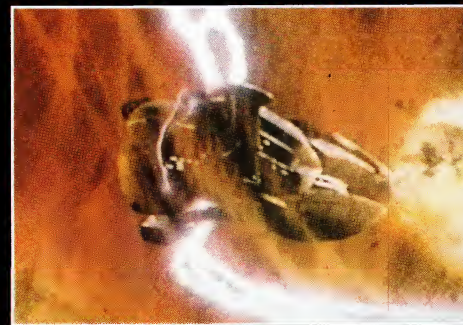
2 Three stalwarts from the first *U.S.S. ENTERPRISE* have come aboard the newly-christened *U.S.S. ENTERPRISE NCC-1701-B* to observe its launch from the bridge.



3 The three old friends – Chekov, Kirk and Scotty – take their places in readiness for the launch of Starfleet's newest ship.



4 Relenting to Captain Harriman's request that he get the ship under way, Captain Kirk orders the new crew to "Take us out" amid the cheers of a throng of journalists.



5 Upon reaching the energy ribbon, the crew of the *ENTERPRISE* watch helplessly as an *El-Aurian* ship is destroyed.





STAR TREK GENERATIONS Part I

disintegrates into spinning debris. Sulu reports that 265 refugees have been lost, and now the *Lakul's* hull integrity is down to 12 per cent.

Enter Kirk

Harriman at last concedes defeat and seeks Kirk's advice. The old captain immediately orders the *Enterprise* to move into transporter range so that the refugees can be beamed aboard. Harriman expresses concern at taking the *Enterprise* so near to the energy ribbon, but eventually gives the order to beam the El-Aurians directly to sickbay.

Since the *Enterprise's* medical staff is not on board, Chekov tells two traveling journalists they've just become nurses, and leads them off the bridge.

Partial success

When the transporter has difficulty locking onto the refugees, Scott is surprised to see that their life signs are phasing in and out of the space-time continuum. But before he can work out why, the *Lakul's* hull begins to collapse. Only 47 of its 150 refugees are transported to safety.

Then the bridge shakes again as the *Enterprise* is caught by the trailing edge of the energy ribbon, and as it strains to break free sickbay is filled with confusion. The casualties are disoriented. One of the El-Aurian refugees, a white-haired man with blood on his face, pleads to go back, while another – a mysterious and silent woman – simply stares into a corner until Chekov leads her away.

Back on the bridge, Scott tells Kirk they might break free by discharging antimatter. Kirk orders a photon torpedo to be fired, but the new *Enterprise* has yet to have any fitted, and her hull integrity has quickly fallen to only 40 per cent.

Resonance blast

Scott reasons that it may be possible to simulate a torpedo blast using a resonance burst from the main deflector dish. Harriman immediately announces that he'll go to the deflector relays on deck 15 to make the adjustments, leaving

the bridge to his predecessor. Kirk goes to take the captain's chair but, putting sentiment to one side, realizes that a captain's place is on the bridge, and calls Harriman back.

Final act

It is Kirk who heads for deck 15 and reaches the deflector relays with 45 seconds left until structural collapse. As he frantically switches circuits in the relays, Scott warns him that time is running out.

Time is almost up when Kirk makes the last connection. Immediately, an energy discharge blasts from the *Enterprise's* deflector dish and the ship begins to pull

away from the ribbon. On the bridge, Sulu assesses the damage – and is horrified to discover a hull breach on deck 15.

End of a legend

On deck 15, Scott and Harriman are joined by Chekov, where they stare at the jagged hole that has been ripped through the starship's hull, exactly where Kirk had been. The stars shine through the energy forcefields that maintain the atmosphere.

The three small figures keep their vigil at the shattered hull as the *Enterprise* comes about to return to Earth. A living legend has met his end this day: Captain James T. Kirk is dead.

ON SCREEN...



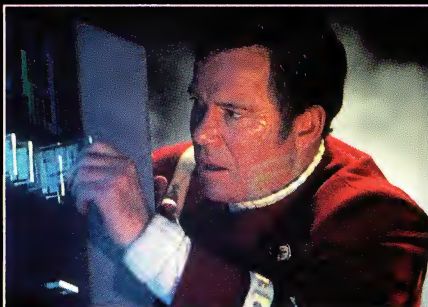
6 Captain Harriman consults with Kirk about how to rescue the threatened transport ship, *LAKUL*.



7 Kirk watches anxiously as Scotty battles to get a transporter lock on the El-Aurian refugees.



8 A tendril from the energy ribbon lashes out, and the transport ship explodes. Scotty tries to beam the 150 crew members aboard, but he can only save 47.



9 Kirk tries desperately to create a resonance burst that will free the *ENTERPRISE* from the energy ribbon.



10 Chekov, Harriman and Scott arrive at Deck 15, and realize that Captain James T. Kirk is no more.

STARSHIP FACTS

A The bottle of champagne used to christen the *U.S.S. ENTERPRISE NCC-1701-B* is a 2265 vintage – commemorating the year that the original *ENTERPRISE* set out on its epic five-year mission.

A The maiden voyage of the *ENTERPRISE* is only intended as a short ceremonial trip to Pluto and back – thus explaining why the ship is lacking so many basic facilities.



A continued

Alpha Majoris I The source planet of the **mellitus** organism, which moves in a vaporous state and becomes solid only when stationary. (*Starship Log: 'Wolf in the Fold'* [TOS]) **SEE FILES 3, 68**

Alpha Moon One of the two inhabited satellites of the planet **Peliar Zel**, whose residents produce energy by tapping the magnetic field of the planet, resulting in harmful environmental consequences for **Beta Moon**. (*Starship Log: 'The Host'* [TNG]) **SEE FILES 3, 69**

Alpha Omicron System While passing through this unmapped system in 2367, the **U.S.S. Enterprise NCC-1701-D** encounters a life form that is able to survive in the vacuum of space. (*Starship Log: 'Galaxy's Child'* [TNG]) **SEE FILES 3, 4, 69**

Alpha Onias III Although Federation surveys considered this planet to be devoid of life, the **U.S.S. Enterprise NCC-1701-D** detected oscillations in the area indicating the possible presence of a Romulan base. During his exploration of the planet, **Commander Riker** discovered an alien child named **Barash** living in a cavern where he could create elaborate and convincing fantasy worlds. (*Starship Log: 'Future Imperfect'* [TNG]) **SEE FILES 3, 69**

Alpha Proxima II The planet where several females were brutally stabbed to death, in a manner similar to the serial murders of Jack the Ripper in the 1800s on planet Earth. (*Starship Log: 'Wolf in the Fold'* [TOS]) **SEE FILES 3, 68**

Alpha Quadrant This region of the Milky Way galaxy, measuring approximately 50,000 light years across, contains the **Federation's** largest area of jurisdiction. The majority of **U.S.S. Enterprise NCC-1701** and **NCC-1701-D** missions have taken place here. **Deep Space Nine** and the **Bajoran** and **Barzan** wormholes are also located in this quadrant. (*Starship Log: 'Captive Pursuit'* [DS9]) **SEE FILES 3, 70**

Alpha V, Colony The planet colony where the closest living relatives of **Charles Evans**, sole survivor of a shipwreck on **Thasus**, resided. (*Starship Log: 'Charlie X'* [TOS]) **SEE FILES 3, 68**

alpha-currant nectar A rare and precious **Wadi** drink. **Falow** attempted to use it as a wager during a game of **Dabo**, but **Quark** refused to accept the bid because he disliked its taste. (*Starship Log: 'Move Along Home'* [DS9]) **SEE FILES 7, 70**

alpha-wave inducer A medical device that brings about sleep in humans. The inducer takes the place of sleeping pills or potions, but is intended for occasional use only. (*Starship Log: 'The Passenger'* [DS9]) **SEE FILES 65, 70**



Due to its rather unpleasant taste, alpha-currant nectar is refused by Quark as a wager in a game of Dabo. The drink is held in higher esteem by Falow.

Alrik, Chancellor The rigidly serious leader of the **Valt Minor** government, he directed the **Ceremony of Reconciliation** that ended generations of warfare between his people and the **Krios system**. (*Starship Log: 'The Perfect Mate'* [TNG]) **SEE FILES 18, 69**

Altair III While serving as executive officer on the **U.S.S. Hood NCC-42296**, **Riker** refused to allow his superior officer, **Captain DeSoto**, to transport to planet **Altair III**, because in his judgment the mission was too hazardous. (*Starship Log: 'Encounter at Farpoint', Part I* [TNG]) **SEE FILES 3, 69**

Altair IV An Alpha Quadrant planet that was the intended destination of the **U.S.S. Enterprise** in 2267, for an inauguration ceremony following an interplanetary truce, when Spock redirected the ship to **Vulcan** for his mating ceremony. (*Starship Log: 'Amok Time'* [TOS]) **Altair IV** was also part of the **Academy's Kobayashi Maru** instructional exercise. (*Starship Log: Star Trek II: The Wrath of Khan*) **SEE FILES 3, 73**

Altair water **Dr. McCoy** ordered this drink at an Earth-based watering hole, before he attempted to leave for the **Genesis Planet**. According to the waitress, this was not his "usual poison". (*Starship Log: Star Trek III: The Search for Spock*) **SEE FILES 7, 74**

Altairian Conference **Captain Picard** met **Captain Rixx** at this interplanetary assembly in the mid-24th century. (*Starship Log: 'Conspiracy'* [TNG]) **SEE FILES 19, 69**

Altairian encephalitis A virus that attacks brain tissue by merging its own DNA with that of its host. Thereafter it can remain dormant and undetect-

Alpha Majoris I
Alpha Moon
Alpha Omicron System
Alpha Onias III
Alpha Proxima II
Alpha Quadrant
Alpha V, Colony
alpha-currant nectar
alpha-wave inducer
Alrik, Chancellor
Altair III
Altair IV
Altair water
Altairian Conference
Altairian encephalitis

Altec
Alterian chowder
Alte Conference
Altonian brain teaser
Ature VII relaxation program
Amanda
Amar, I.K.C.
Amargosa
Amargosa Diaspora
Amargosa Solar Observatory
Amarie
Amazing Detective Stories
Ambassador-class starship
ambassador, Klingon



The alpha-wave inducer is a device normally used to promote sleep without the necessity for drugs. It works by stimulating a humanoid brain's alpha-wave production, gently inducing a state of relaxation.



The pragmatic Chancellor Alrik is not overly moved by the gift of Kamala, the beautiful empathic metamorph.

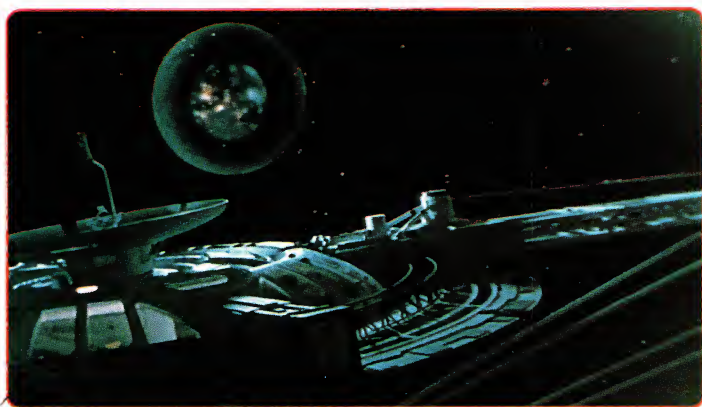


ed for years. Symptoms can include high fever, impaired synaptic response, long-term memory damage, and coma. **Commander Riker** was told he had Altarian encephalitis during the virtual reality **Barash** created on **Alpha Onias III**. (*Starship Log: 'Future Imperfect'* [TNG]) **SEE FILE 69**

Altrec This Class-M planet in the **Omega Sagitta** system forms one-half of the Coalition of **Madena**. A precarious truce was maintained with the inhabitants of **Straleb**. (*Starship Log: 'The Outrageous Okona'* [TNG]) **SEE FILES 3, 69**

Alterian chowder Soup favored by **Benjamin Sisko**. (*Starship Log: 'Armageddon Game'* [DS9]) **SEE FILES 7, 70**

Altine Conference The scientific gathering where **Dr. Beverly Crusher** met the **Ferengi**, **Dr. Reyga** in 2369, prior to inviting him aboard the *U.S.S. Enterprise NCC-1701-D* to test his metaphasic shield. (*Starship Log: 'Suspicious'* [TNG]) **SEE FILES 19, 69**



In 2371, the Amargosa Solar Observatory is destroyed by a shockwave from a nearby star which had itself been destroyed by a trilitium weapon designed by Dr. Tolian Soran.

Altonian brain teaser The holographic puzzle that the **Dax** symbiont had failed to master despite over 400 years of practice. The objective is to change a multicolor sphere to a solid color using concentrated neural vibrations. (*Starship Log: 'A Man Alone'* [DS9]) **SEE FILE 70**

Altovar A **Lethan** criminal who attempted to steal bio-mimetic gel from **Dr. Bashir**. When the doctor interrupts him, Altovar attacks Bashir telepathically, leaving him in a coma. (*Starship Log: 'Distant Voices'* [DS9]) **SEE FILE 70**

Altire VII relaxation program A holodeck program that immerses the user in a protein bath, and then employs a vapor cloud to transport him or her to a meditation chamber. (*Starship Log: 'Birthright', Part I* [TNG]) **SEE FILE 69**

Amanda Originally a schoolteacher from Earth, she later married the Vulcan diplomat **Sarek** and gave birth to **Spock**. (*Starship Log: 'Journey to Babel'* [TOS]; *Star Trek V: The Final Frontier*.) Although she raised her son in Vulcan society, she made a life-long effort to make him aware of his natural human traits, most notably following his **fal-tor-pan** ceremony in 2285. (*Starship Log: Star Trek IV: The Voyage Home*) **SEE FILES 44, 68, 75, 76**

Spock's human mother, Amanda, is an instrumental tutor when Spock must re-educate himself following the fal-tor-pan ceremony on Vulcan.



Amar, I.H.C. A **K'T'inga-class** battle cruiser in the **Klingon** fleet, it was destroyed by **V'Ger** during its encounter with that machine-based life form. (*Starship Log: Star Trek: The Motion Picture*) **SEE FILES 34, 72**

Amargosa Star destroyed by **Dr. Tolian Soran** in 2371 in order to redirect **The Nexus** onto his preferred course. (*Starship Log: Star Trek Generations*) **SEE FILES 4, 78**

Amargosa Diaspora A thick, spherical-shaped star cluster that the *U.S.S. Enterprise NCC-1701-D* examined in 2369. (*Starship Log: 'Schisms'* [TNG]) **SEE FILES 3, 69**

Amargosa Solar Observatory Scientific outpost from which **Dr. Soran** observed the Amargosa star; ransacked by **Romulans**, in 2371 and destroyed by a shockwave shortly thereafter. (*Starship Log: Star Trek Generations*) **SEE FILES 42, 78**

Amarie A musician and ex-wife of an arms smuggler, her four arms gave her a distinct and unmatched ability on the keyboards, which she played in a lounge on **Qualor II**. (*Starship Log: 'Unification', Part II* [TNG]) **SEE FILES 58, 69**

Amazing Detective Stories A 'pulp' magazine, native to the American culture of Earth, it published 'The Big Goodbye' in 1934, the debut short story featuring detective **Dixon Hill**, whom **Picard** would later portray in several holodeck simulations. (*Starship Log: 'The Big Goodbye'* [TNG]) **SEE FILE 69**

Ambassador-class starship A common type of Federation starship, developed between the **Constitution** and **Galaxy** classes. The *U.S.S. Enterprise NCC-1701-C* was an Ambassador-class ship (*Starship Log: 'Yesterday's Enterprise'* [TNG]), as were the **Adelphi** (registry number **NCC-26849**), the **Zhukov** (registry number **NCC-26136**), and the second **Excalibur** (registry number **NCC-26517**). **SEE FILES 24, 31, 69**

ambassador, Klingon

Klingon diplomat. In 2286 he attempted to extradite **James Kirk** to face criminal charges and claimed Kirk had developed **Project Genesis** for use as a weapon of mass destruction against his people. (*Starship Log: Star Trek IV: The Voyage Home*). In 2291, the Ambassador objected to the release of **Kirk** and **Dr. McCoy**, who had been arrested for the murder of **Chancellor Gorkon**. (*Starship Log: Star Trek VI: The Undiscovered Country*) **SEE FILES 11, 48, 75, 77**

The Klingon ambassador had his sights set on Kirk, whom he branded "a renegade and terrorist".

